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Jim Lee's

WildC.A.T.S

Covert-Action-Teams™

INSTRUCTION BOOKLET

Playmates Interactive Entertainment, Inc.
Item No. 6752

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AGES 13+

Designed and Developed by
Beam Software

SUPER NINTENDO
ENTERTAINMENT SYSTEM

JIM LEE'S

WILDC.A.T.S

COVERT-ACTION-TEAMS

Welcome to the turbulent world of the WILDC.A.T.S! We hope you enjoy this latest addition to your video game library!

Please take a few moments to read this instruction booklet to familiarize yourself with the controls. This way you will find more satisfaction from the game and be less inclined to call our consumer help-line. If you have a problem with your game play that is not covered in this manual, then by all means give us a call. You can find the number on the back of this instruction booklet.

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Game designed and developed by Beam Software

NELVANA

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Getting Started

1. Make sure that your Super Nintendo Entertainment System is set up correctly.
2. Be sure that the Controller is properly plugged in.
3. Make sure that the power switch is turned OFF. Place the WildC.A.T.S™ Game Pak into the game pak slot and press it down firmly.
4. Turn the power switch to ON. You should see the Super NES title screen, followed by legal stuff and then the WildC.A.T.S™ title screen.

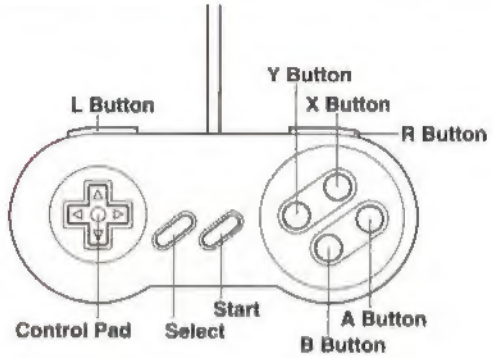
THE SAGA OF THE WILDC.A.T.S

Mankind has suffered for millennia the manipulations of an evil immortal known only as Helspont. Warlord of the Daemonites, Helspont has spent thousands of years warping humanity to create the high-tech machines he needs to locate and unearth an artifact of incredible power called The Orb. Once in his possession, The Orb will grant near-infinite power to Helspont, allowing him to begin a reign of terror across the universe.

After many years of searching, Helspont has located The Orb. He only needs to complete the repairs to his Behemoth Warship to finally possess the object he has sought for so long....

Enter the WILDC.A.T.S, a group of super-powered heroes sponsored by Helspont's oldest foes — the Kherubim. The WILDC.A.T.S know of Helspont's plans and have mobilized to stop him! The members of the team include human, Kherubim and cross-breed warriors; each with significant yet individual powers that pose the last threat to the Daemonite Warlord. Their only hope to defeat him is by using a coordinated team effort on multiple fronts. Guided by the computer entity, Void, the WILDC.A.T.S send in Spartan, Maul and Warblade to destroy Helspont's plans for galactic conquest.

Controlling the WILDC.A.T.S



A Button - Pick up an enemy or an object.

B Button - Makes the character jump.

Y Button - This triggers the primary attack.

X Button - This triggers the secondary attack.

Control Pad - Moves characters Up, Down, Left and Right.

Select Button - Detonates a Smart Bomb. Smart Bombs only affect enemy characters on the screen. Pretty smart, huh?

Start Button - Pauses the game. Press again to resume play.

Special Moves

There are combinations of moves that can be performed by each character that involve more than just pressing attack buttons. Master these moves early in the game to increase your chances of survival!

-Walking into an enemy triggers a different pick up move for each player. Pressing the primary attack button once an enemy has been picked up triggers a new attack move. Turning in the opposite direction while holding an enemy causes the enemy to drop to the ground.

-All characters can trigger both primary and secondary attacks while in their stationary jumps and moving jumps. The attacks differ depending on which jump is performed.

-Hold down the X Button while playing Spartan to build up his bio blast (indicated by the pink bar on the left of the panel). There are two stages of damage — the first stage merely freezes the enemies for a brief period of time while the second stage causes them major damage. Collect bio blast pick ups to increase the size of Spartan's bio blast power!

Press the B Button a second time while Warblade is in the air to make him jump a little higher in a secondary jump.

Quickly tapping the control pad twice in the direction Maul is facing causes him to do a dash attack.

Pick Up Items

Through your exploration and the inevitable conflicts you encounter in this game you will discover a variety of items and objects. These objects, known as pick-ups, will enhance the characters' abilities and even restore lost power. Whenever you have the opportunity to obtain one of these items, do so!

Small Health - Replaces a small amount of the character's health.

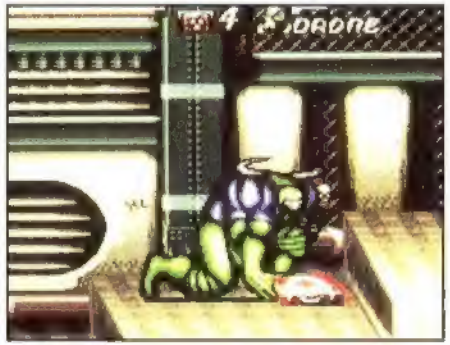
Large Health - Replaces all of the character's health.

Smart Bomb - Awards the player an extra Smart Bomb.

Free Life - Player earns one extra life.

Continue - This gives the player an extra continue when they lose a game.

Bio Blast - (Spartan only) - Increases Spartan's bio blast ability. He can now power up to a third stage that inflicts mega damage and blows the enemies right off the screen! This power is lost when Spartan loses a life.

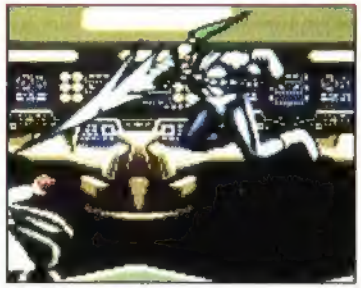


WILDC.A.T.S ROLE CALL

Although Spartan, Maul and Warblade are the active members of this assignment, we have included backgrounds on the other team members to give you a better idea of the team dynamics.

SPARTAN - Cyborg and team leader, Spartan possesses the ability to harness bio energy and focus it into potent beams of destructive force known as bio blasts. Ever on the hunt for Daemonites, this mission poses the ultimate test of his abilities as a leader and a warrior.

MAUL - Crossbeed warrior and strong man of the team, Maul is the powerhouse behind the WILDC.A.T.S attacks! Capable of pounding the Daemonites with his bare fists, Maul is a threat they will never take lightly. He is so massive, in fact, that he can stun opponents by landing from a jump with an intentional stomp.



WARBLADE - Hand-to-hand combat has a new master with this metamorphosing hero! Warblade can rearrange the molecules of his hand to become lethal shapes of a metal stronger than steel! Using this ability, he can climb walls by creating spikes or lash out at the Daemonites with his ax- shaped hands.

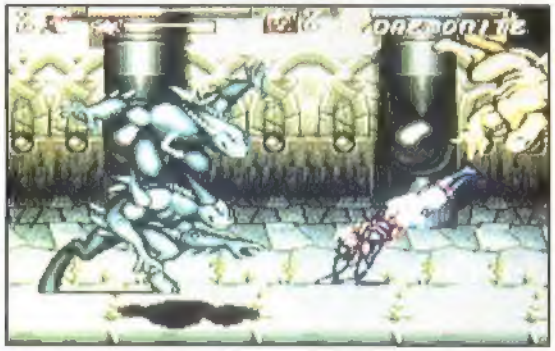
VOID - Void is a bio-computer that was created in the shape of a woman. She is a major link in the communications between each of the team members. Void can also 'teleport' the WILDC.A.T.S into and out of Strike Zones. She will only remove a team member from a strike zone when the objective has been met. Vital information will be given to players by Void.

GRIFTER - This WILDC.A.T. member is the greatest marksman alive. Grifter appears in the missions to relay messages to his teammates.

ZEALOT - A member of the elite warriors known as the Coda, Zealot also relays important information to Spartan, Maul and Warblade, helping them conquer Helspont and his crew.

About The Daemonites...

The Daemonites are a race of creatures that once ruled a better part of the known galaxy. Ruthless, and quite deadly, the Daemonites will do anything to restore power to their leader Helspont by recovering The Orb for him. The Daemonites possess a singular talent for battle and are always ready for a match against any of the Kherubim agents.



HELSPONT - The immortal leader of the Daemonites has spent thousands of years cultivating the humans of earth to enable him to repair his damaged Behemoth Warship and locate The Orb. Through his direct efforts, mankind has waged war for centuries, building the human race into a warlike likeness of the Daemonites.

Helspont's plans for humanity once he achieves his goals are clear. The humans of earth are to be destroyed in the first step toward reclaiming the throne of the galaxy.

Mission Objectives

Spartan, Maul and Warblade are to work in separate, yet cooperative, efforts to stop Helspont. Each of the heroes has his own personal assignment, but the success of each member is necessary for the ultimate success of the mission. As each of the WILDC.A.T. members completes his goals, he will uncover materials that his comrades require to succeed in the assignment.

For example, if it appears that Spartan can no longer proceed, it may be that he needs to receive an item or information from either Maul or Warblade.

Each of the other characters that appear at the beginning of a level has vital information for whichever WILDC.A.T. member you are about to play. Clues and tactics may also be given during the game play from Void, to prod you into new areas of action.

Just remember to keep the big picture (teamwork) in mind when you play. This way, you will always be prepared for the next thrill about to be thrown your way!

Team Notes

Team Notes

Team Notes

Team Notes

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